## **Super A'Can: The Book**



- The **Super A'can** is a home video game console that was released exclusively in **Taiwan** and **China** in 1995 by Funtech/Dunhuang Technology. It's built around the Motorola 68000 microchip, which is also found in the Sega Genesis and Neo Geo. So far, twelve games have been confirmed for the system.
- The Super A'can struggled in the market mainly because its initial costs were too high for customers. It simply couldn't compete with the fifth-generation consoles like the PlayStation, Nintendo 64, and Sega Saturn, which were more powerful and featured impressive 3D graphics. The poor performance of the Super A'can ultimately led to significant losses for its company, Funtech, totaling over \$6 million. In the end, Funtech decided to dismantle all the production and development equipment for the system and sold off the remaining units to the United States as scrap parts.

• Super A'Can was a powerful console for its time, but it was a commercial failure for several reasons. First, its initial cost was too high. When prices dropped, newer systems like the PlayStation emerged, offering more power and 3D graphics. Additionally, the developers had to rush to create games for the console, resulting in mediocre-quality titles.

- Most people consider this console to be a copy of the SNES (Super Nintendo Entertainment System) due to its similar design and the use of the same microprocessor chip, the Motorola 68000.
- The console is said to have failed because the 16-bit technology was already outdated at the time of its release, and it was sold at a very high price, leading to low sales. Additionally, since it was only available in the Taiwan market, it is rarely found elsewhere in the world.

## Super A'Can overview:

#### Super A'can





Manufacturer Funtech

Type Home video game console

**Generation** Fourth generation

Release date TW: October 25, 1995

CN: 1995<sup>[1]</sup>

**Lifespan** 1995–1996

Introductory

NT\$2,900<sup>[2]</sup>

price

**Discontinued** April 1996

Media ROM cartridge

CPU Motorola 68000

Memory 256 KiB (SRAM)

**Display** TV using RF or composite

video, 320×240 resolution,

256 out of 32,768 colors

Graphics UMC UM6618, 128 KiB VRAM

Sound UMC UM6619 (PCM, 16

channels, stereo)

### Super A'can Logo





Super A'can console and packaging.

#### Technical specifications [edit]

CPU	Motorola 68000 clocked at 10.738635 MHz
Memory	256 KiB SRAM clocked at CPU speed
Graphics	UMC UM6618 with 128 KiB VRAM displaying 256 out of a possible 32,768 colors at 320×240 resolution. Max sprite size of 256×256. Supports zooming, rotating, and mosaic effects.
Audio	UMC UM6619 outputting stereo 16-track PCM
Cartridge	Max size of 112 Mib, with built-in SRAM of 16-64 kib
Control pad inputs	Two DE-9M (9-pin male D-connectors) on front of console, identical to those of the Sega Genesis/Mega Drive (though not compatible with Genesis/Mega Drive control pads)  Controller IC has identical timing to Super Nintendo/Super Famicom with the exception of the Select and Start are swapped. <sup>[5]</sup>
A/V Output	RF, composite video/RCA audio. Later models removed the RF output to reduce costs.



• The Super A'can uses a Motorola 68000 as its main processor.

### Peripherals:

• A CD-ROM attachment (similar to Sega's <u>Mega CD add-on</u>), and a CPU/Graphics upgrade (similar to Sega's <u>32X</u> add-on) were planned but unreleased.

# The Funtech Super A'Can Project - All 12 Games (Taiwan)



https://www.youtube.com/watch?v=LCeZZPJ\_D34

## Extra video (full in chinese)



https://www.youtube.com/watch?v=rTicHEXVF0A

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